TRUE
GOLF
T&ESOFT

WICKED18 ™

TEST YOUR COURAGE,
CONQUER THE COURSE

INSTRUCTION

BOOKLET

Bullet-Proof Software®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

(Nintendo)
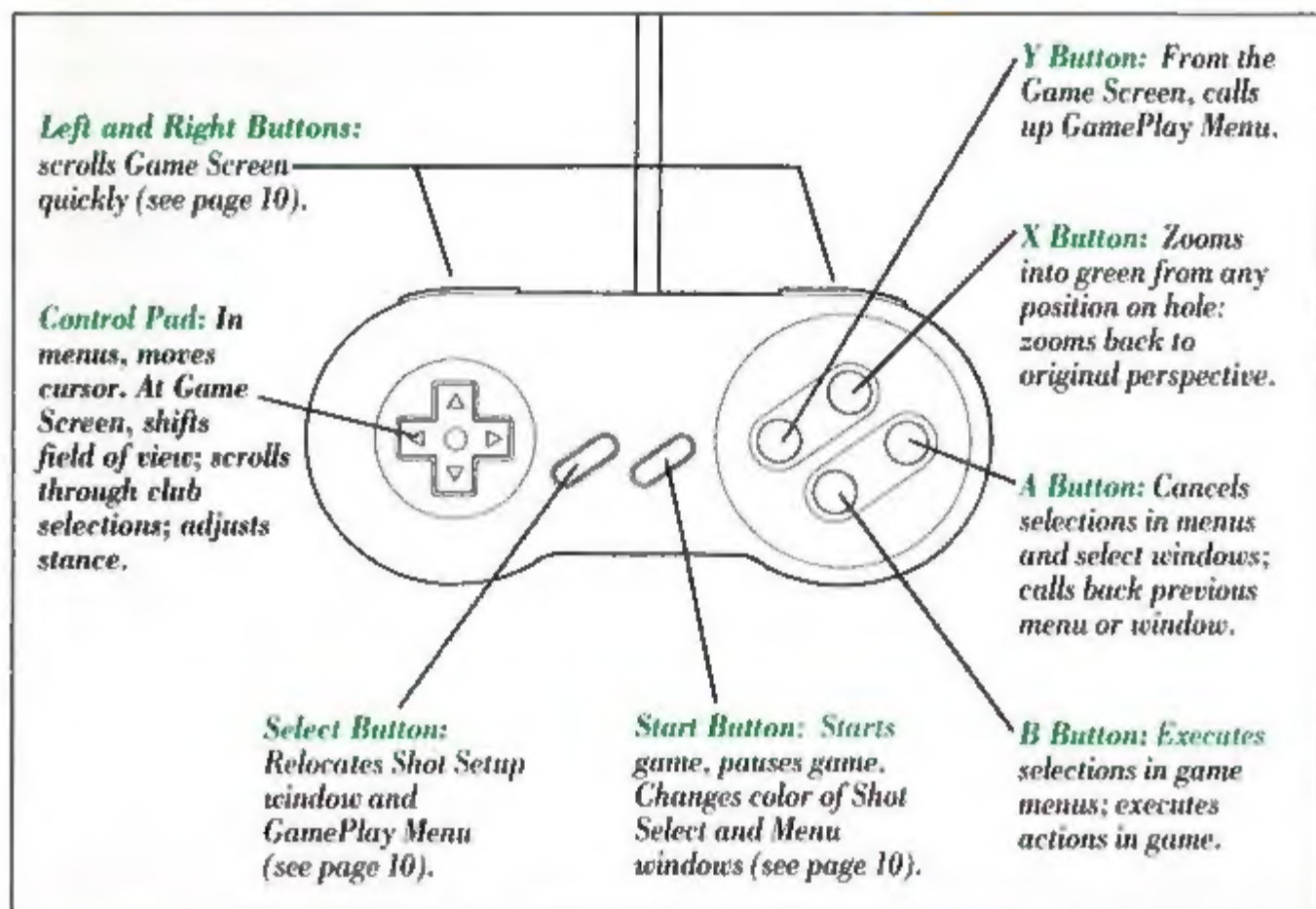
WICKED 18

I. INTRODUCTION

Wicked 18

Welcome to Wicked 18, a 3-D golf simulation that lets you play a mind-bending, fantasy course under super-realistic conditions.

With the power of Polysys technology, Wicked 18 creates amazingly lifelike animation and captures the contour of every fairway and green, bunker and tree, using 50% more graphic polygons than T & E Soft's first True Golf Classics game (more than 380 on each screen).

But there's more to Wicked 18 than great graphics. We also bring to life a truly complete gaming experience. On every tee, you can ask your caddy to give you advice on the best strategy. On every green, you can use the 3-dimensional grid to see how your putts will break. On every round you'll face a whole new challenge. One day, you may come close to breaking the par of 72; on another, you may be hard pressed to make par. But with good fortune or bad, Wicked 18 brings you golfing excitement in all its reality, with 18 holes of challenging action.

To enjoy Wicked 18 fully, please keep the following safety precautions in mind.

- Turn off the Super NES® before inserting or removing the Wicked 18 Game PAK.
- Handle the Game PAK carefully. Do not touch its terminals and do not get them wet.
- Use the Wicked 18 Game PAK only with the Super NES®.
- Be sure to remain a safe distance from the TV screen when playing.
- If you play for an extended period, be sure to take rest breaks often (10-15 minutes every two hours).

Left and Right Buttons: scrolls Game Screen quickly (see page 10).

Control Pad: In menus, moves cursor. At Game Screen, shifts field of view; scrolls through club selections; adjusts stance.

Y Button: From the Game Screen, calls up GamePlay Menu.

X Button: Zooms into green from any position on hole; zooms back to original perspective.

A Button: Cancels selections in menus and select windows; calls back previous menu or window.

Select Button: Relocates Shot Setup window and GamePlay Menu (see page 10).

Start Button: Starts game, pauses game. Changes color of Shot Select and Menu windows (see page 10).

B Button: Executes selections in game menus; executes actions in game.

QuickStart Guide

Getting Started

Follow these steps to start playing Wicked 18.
- Insert the Wicked 18 Game PAK into the Super NES. Turn the power on.
- Press B or Start to begin.
- The Wicked 18 screen will appear, followed by the Main Menu. Use the up and down arrow key on the control pad to select the menu item you want, and press B to confirm.

QuickStart takes you right to the first tee of the last game played. If this is the first game played with Wicked 18 Game PAK, **QuickStart** takes you right to the first tee of the professional tournament.

Continue takes you to a game that you began earlier and saved using Wicked 18's built-in battery backup. This feature returns you to the exact point in the round where you left off.

The Leader Board

Select Game takes you to the Select Game Menu, where you can choose the mode of play you prefer for your round— Tournament, Stroke, Skins, Match, or Practice. This is the best selection if you want to play a round of Wicked 18 with your friends.

Create Data takes you to the Create Data Menu, where you can decide either to register players on your personal True Golf Classics roster, edit or delete the existing roster of 48 professional players, or erase all player data.

Check Records allows you to review the individual and course records that Wicked 18 maintains.

II. Player's Manual

Selecting Game

In Wicked 18, there are five different play modes. To choose a mode, select its name from the Select Game Menu. Press **B** to confirm.

Tournament Play places you in a single-round tournament with 48 pros. In Tournament Play, there are no handicaps; every player is considered professional level.

At the end of each hole in Tournament Play, the leader board will show you the current standings. To "page through" the entire leader board, press **B** until you see the lowest ranking score. To proceed to the next hole, press **A**.

Stroke Play allows up to four golfers to compete for the lowest stroke total over an 18–hole round. You can use Wicked 18's handicapping system to give weaker players an even chance or you can play "scratch golf" without handicaps.

Skins Play is a form of golf in which 2 to 4 players can bet on the outcome of each hole, in a "winner-take-all" competition. In a Skins game, each player contributes an equal wager to a "kitty" for each hole. The player with the lowest score on the hole wins the kitty. If two or more players tie for a low score on a hole, the kitty is transferred to the next hole, effectively doubling the amount to be won. The winner of the game,

obviously, is the player who has won the most money after 18 holes.

Match Play allows two golfers to compete against each other on a hole-by-hole basis. Victory is determined not by stroke totals for the round, but by the player who wins the most holes by holing out in fewer strokes than his/her opponent.

In Match Play the game will end automatically when one player leads by a greater number of holes than remain in the round.

Practice Play allows you to play any hole you like on the course by yourself.

• To play a practice hole, select Practice Play from the Select Game Menu. Then select the hole you want to play. Press **B** to confirm. After you putt out you will return to the Main Menu.

The Practice Play Menu

Selecting Group
If you select Tournament, Stroke, Skins, or Match Play, Wicked 18 will ask you to indicate the number of players in your group.

• Press the cross button's down arrow to select the number of players in your group, up to four. Press **B** to continue.

The Select Group Menu

Selecting Players
In Tournament, Stroke, Skins and Match Play, Wicked 18 will ask you to indicate which players are in your group (to keep accurate playing records).

• Select the name of each player from the Player Roster. Press **B** to confirm.

If you have a golfer whose name is not on the roster, press **A** to return to the Main Menu. Choose Create Data and register the new player's name.

The Select Players Roster

**The Change
Handicaps Menu**

*Handicap strokes are
"given" according to the
difficulty of the hole. For
instance, on an easy par
three, you may receive
no handicap strokes. On
a difficult par five, you
could receive several,
depending on your
handicap.*

*During a Skins Match,
the maximum handicap
allowed is 18.*

Selecting Caddies

In Tournament, Stroke, Skins and Match Play, each player
will be prompted to select a caddy.

• When your name is called, select the caddy you want. Press
  B to confirm.

Selecting Handicaps

In Match, Skins and Stroke Play, you will have the
opportunity to change each player's handicap before the
round begins. Players who have not completed a round in
Tournament Play will automatically be assigned a handicap of
36. As players complete rounds in Tournament Play, Wicked
18 will update their handicaps to reflect their actual skill
levels.

In Match Play, handicap strokes are given based on the
difference between the two players' handicaps. For instance,
in a match between a 20 handicapper and a 10 handicapper,
the 20 handicapper will be given 10 strokes. Again, where the
strokes are given depends on the difficulty of the hole.

• In Stroke Play, your final score will reflect your handicap.
  The program will automatically subtract your handicap
  from your total to display your net score on the scorecard.
  Your handicap will not be saved by the program.
• In Stroke Play, you can assign a handicap to a player of
  unknown skills using the Double Pelias feature. When the
  Change Handicap window appears, use the cross button's up
  or down arrows to select a player's name. Press B to
  confirm. Hold down the cross button's left arrow until the
  handicap reads 'D.P.' (just past 0). Wicked 18 will compute
  a reasonable handicap for that player based on his or her
  performance in the round.
• To revise a handicap, use the cross button's **up** or **down**
  arrows to select the player's name in the Change Handicap
  window. Press **left** arrow to decrease handicap value; press
  right arrow to increase it. To confirm handicaps, press **B**.

Selecting Bets (Skins Game Only)

If you have chosen Skins Play, Wicked 18 will now take you to
the Bet Selection window, where you will decide

how much to bet on each hole. There is a minimum bet of $1,000 per player per hole, which translates into minimum kitties of $2,000 per hole for a two-player game, $3,000 per hole for a three player game, and $4,000 per hole for a four player game. To choose the hole, press up or down arrows. To change the amount of the kitty, press the left or right arrows, and press B to confirm. The per-player betting options are: $1,000, $5,000, $10,000, and $20,000. Wicked 18 sets a maximum bets of $40,000, $60,000, and $80,000 per hole for two, three, and four player groups, respectively, which translates into a maximum bet of $20,000 per player. At the beginning of each hole, Wicked 18 will tell you the bet on the current hole. At the end of the round, Wicked 18 will show you the total amount that each player has won or lost.

Skins Wagering Screen

Creating Player Data

With Wicked 18 you can create a roster of up to 10 player names to keep a record of each player's scores, maintain handicaps and course records.

Registering Names
- At the Main Menu, press the control pad's down arrow once to select Create Data. Press **B** to confirm.
- At the Create Data Menu, press **B** to select Register.
- In the Register Players window use the control pad's up and down arrows to select an open slot. Press **B**.
- Use the control pad's arrows to select letters from the character grid and spell out player names. As you select each character, press **B** to enter it into the roster. Each name can have up to 10 characters.
- When you have finished a name, select **End**. Press **B** again. You can then proceed to the next open roster slot, if you want to enter another name.
- To cancel all the characters in a name, press **A**.
- If you enter an incorrect character, select the left arrow on the control pad to erase it. Press **B** to confirm.
- To save your roster, press **A**.

Register Players Window

You can overwrite, or delete a player's name in the Register Player's Window. Select the name and Press B to delete. Then enter a new player's name as you normally would. The individual records from the deleted names remain and become part of the new player's records.

The Pro Roster

Be careful not to delete a player's name in the middle of a round. If you do, the round will be ended for all players.

Deleting Names

• To delete a player's name (and all playing records), select **Delete** from the Create Data Menu. Your roster will appear. Select the name you want to erase. Press **B**. Wicked 18 will ask if you are sure that you want to erase the name. Press **B** to confirm. Then press **A** to return to the Create Data Menu.

Changing Pro Names

Wicked 18 has a built-in roster of 48 professional golfers for Tournament Play. You can insert your own pro names if you like.

• Select Pro Roster from the Create Data Menu. The pro roster will appear. Select the name you want to erase. Press **B**. Now you can enter in your own favorite pro's name. When you are finished, select End. To return to the Create Data Menu, press **A**. To reinstate a pro name that you have just erased, press **A** before selecting End.

Erasing All Data

If you wish to clear your personal roster and all the course and individual records you have accumulated over time, select this option from the Create Data menu. Then, press **B** to confirm.

Checking Records

Wicked 18 maintains a detailed list of each player's performance on the course, along with a list of course records.

Note: Program saves data only during tournament play.

Individual Records

• To review a player's record, select Check Records from the Main Menu. Select Individual from the Records Menu. The player roster will appear. Select player's name; press **B** to review his or her scores. Press **B** again to continue.

• If you have standing individual records, and change your name, your records will now be saved under the new name.

The Individual Records Screen

Course Records
- To review Course Records, select Check Records, then Press
  B to select Course Records. Press B to confirm.
- If you have a standing course record, and change your
  name, the record will remain with the original name.

The Course Records
Screen

Playing the Game

After you make all your game setup selections, Wicked 18 will
take you to the first hole of the course.
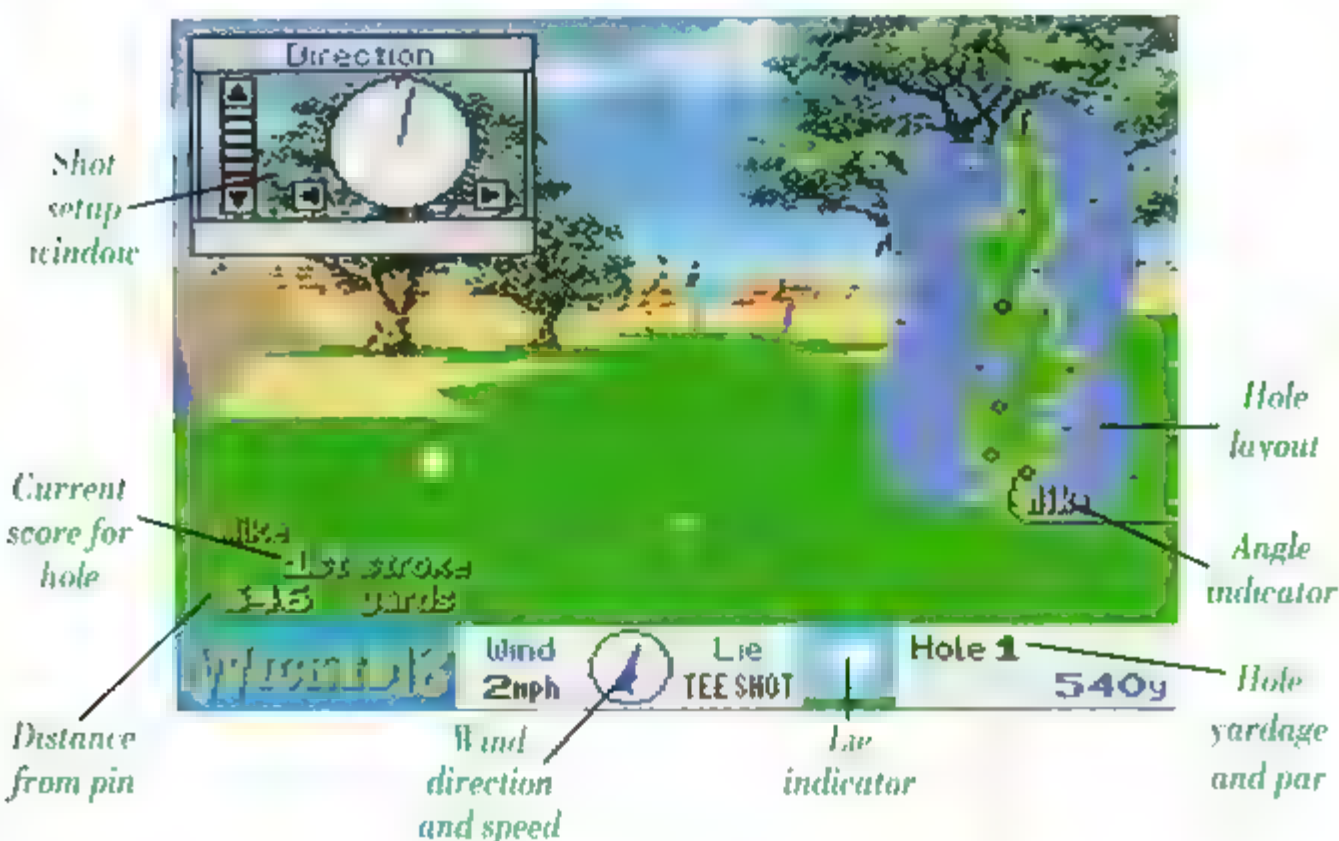
The screen provides the information you need to set up and
execute your shots. In the upper left corner of the screen is the
Shot Setup window where you will make five basic decisions
about each shot.

Every shot you make in Wicked 18 (except for putts) depends
on five key decisions: direction, club selection, stance, power,
and contact. The Shot Setup window (in the upper lefthand
corner of the screen) gives you the information you need to
make these decisions and set up a successful shot.

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To move the Shot Setup window, press Select. The window will shift clockwise to the next corner of the screen. To change the background color of the Shot Setup window, press Start. Press Start again to return to the original background.

To get a close up view of the green and pin position, press X. Press X again to return to your perspective from your current lie.

You can change direction or elevation very quickly by pressing the top left or right buttons while pressing the control pad. Release the top left or right button and your field of view will shift quickly.

Selecting Direction/Elevation

The Direction Window depicts our current field of view. The white circle represents a full 360-degree perspective, with your current position in the center, and the green triangle indicating the portion of the course currently visible on screen. The blue line shows which way the wind is blowing, relative to your position. A line that extends from the center to the left edge the circle indicates the wind is blowing to the left, while a line touching the right edge of the circle means it is blowing to the right. A line touching the bottom edge of the circle indicates the wind is blowing in your face, and a line touching the top edge means the wind is at your back. Note that the wind direction for any individual shot may differ from that shown in the Wind Indicator

Elevation & Wind Screen

(on the bottom part of the screen), which shows the prevailing wind direction from the tee.

- To shift your aim, press the control pad **right** or **left**. Your field of view will shift and the red flag will move as well. If you hold the arrow down, you can turn quickly. The angle indicator at the bottom of the screen will scroll, but the field of view will not change until you release the control pad. Press **B** to continue.

- When you are changing direction quickly, watch the hole layout on the right side of the Game Screen. A small yellow line (the angle indicator) will indicate which direction you are facing.
- To alter the height of your perspective press the control pad **up or down**. To adjust elevation quickly, hold the control pad in the **up** or **down** position until the elevation indicator (in the Direction Select window) reaches the position you want. Press **B** to continue
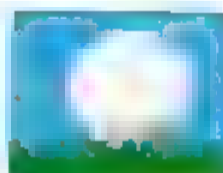

Hole Layout

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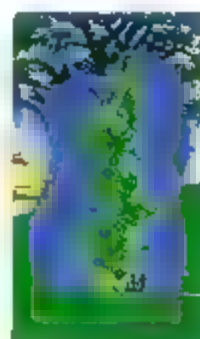
Selecting Clubs

Club selection in Wicked 18 differs somewhat from the actual game in that the carry (or maximum yardage) of each club is constant for all players. On each shot, Wicked 18 recommends the shortest club that has enough carry to cover the distance to the pin. However, these suggestions do not account for wind, lie, or obstacles, so you may need to make your own club selection.

Wicked 18 gives you 14 clubs from which to choose, from a driver (with a maximum carry of 270 yards) to a putter (with a maximum carry of 100 feet).

- To select a different club, press the control pad **left** or **right**. Press **B** to confirm.
- Wind will be a factor in club selection. With the wind at your back you can out hit the maximum carry. With the wind in your face you may hit a shorter shot with the same club.
- Your lie will also be a factor. On the fairway cart path, rock or tee you will be able to achieve close to the maximum carry of a club. In deep rough or sand, you will achieve less distance.

Club Select

Unlike the actual game, every hole in Wicked 18 has out of bounds (O.B.) When you hit O.B. you will be penalized one stroke and your ball will be placed in play at the spot from which you hit.

In Wicked 18, when you hit into a water hazard, you will be penalized one stroke and your ball will be placed at the edge of the hazard or at the spot from which you hit, which- ever is closer to the pin.

Lie FAIRWAY

Lie ROUGH

Lie BUNKER

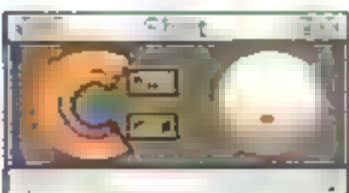**Lie GREEN**

Square Stance

Draw Stance

Fade Stance

The further you move your front foot forward or backward, the more pronounced the draw or fade will be.

The Power Scale

The Contact Selector

Selecting Stance

Wicked 18 allows you to fine-tune your shots by adding a fade (a curve to the right) or a draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Stance Select window.

On each shot you begin with a square stance which should result in a straight shot.

• Press the control pad **left** and your front foot will be moved closer to the ball (closed stance) This will create a draw. Press **B** to continue.

• Press the control pad **right** to move your front foot away from the ball (open stance). This will create a fade. Press **B** to continue.

Making the Shot

The shot process in Wicked 18 is composed of two separate actions which correspond to the backswing and the downstroke of an actual shot.

In the Shot Select window the Power Scale depicts a continuous range of power from 0 to 100%. This indicates the power of the club at impact.

• To start your "backswing" press B once. A red band will begin to fill the Power Scale, moving from 'Min' to 'Max'. Press B again when the band has reached the power level you want. Be careful when trying to achieve maximum power; a slight miscalculation may result in a "miss hit" of only 10% power.

As soon as you set your power, your "downstroke" will begin. A red ball mark will shuttle across the face of the Contact Selector in the Shot Select window. This spot indicates the point at which your club will make contact with the ball.

• Press B to select the point you wish to hit. Be sure to Press B before the contact point reaches the top of the Contact Selector again; otherwise, your shot will be a "whiff."

The position of the red ball mark determines the kind of spin you put on the ball. Striking near the top will add topspin making the ball roll further once it lands.

Hitting near the bottom adds backspin which makes the ball stop quickly (or bite) upon landing.

Hitting on the right half of the ball will cause a hook to the left; hitting the left side will cause a slice to the right. For the greatest carry, aim for the sweet spot in the dead center of the ball.

Using the GamePlay Menu

In addition to the four Shot Setup windows, Wicked 18 provides a GamePlay Menu where you can get caddy advice, review scores, change the playing characteristics of the game, replay your last shot or end your round and save your scores.

To call up the GamePlay Menu, press Y at any point when a Shot Setup Window is visible. To return to the Game, press A. (When the Direction Select window is visible, you can also press A to call up the GamePlay menu.)

Advice

When you select Advice, your caddy will produce a 3-D (wire frame) picture that shows the contours of the course between you and the pin. Your caddy will also provide a depiction of your current elevation relative to the pin to help you make a good club selection.

Reading the Grid

Although you can select Caddy Advice at any point to see a 3-dimensional grid of the playing surface, you will find the grid most useful on the greens, where it will show you which direction your putts will "break", or curve, and how severe the curve will be. If the horizontal lines of the grid drop down from left to right, the ball will break to the right; to compensate, aim to the left. If the horizontal lines rise from left to right, the ball will break left, so compensate by aiming to the right.

In Wicked 18, unlike real golf, you should always aim for the sweet spot when you are in the rough or sand.
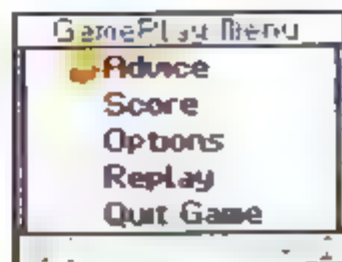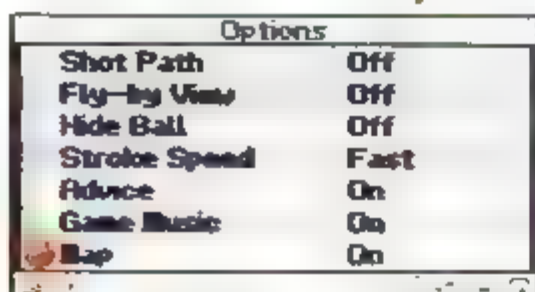

The Game Play Menu

Reading the Grid

If you don't want to see the wire frame picture, hold the B button down until the caddy message appears.

• To review advice, call up the GamePlay Menu, and using the control pad move the ball mark to Caddy Advice, and press **B**.

• To end Caddy Advice and return to your shot. press **B**.

Score

This option displays scores for the round, based on your mode of play.

* In Tournament Play, Score Review shows total score and each player's ranking in the tournament.
* In Stroke Play, Score Review shows hole and total scores.
* In Skins Play, Score Review awards the winner of the hole with a number indicating the amount won.
* In Match Play, Score Review indicates the winner of the hole with an "o" mark. For holes that have been halved (tied), both players receive a "-" mark.
* Score Review also counts the number of holes a player is "up" or "down" for the front and back nines. and the entire 18. These numbers appear in the IN/OUT/TOT boxes.

Options

Select Options to adjust the playing characteristics of the game.

• Move the ball marker to the setting you want to adjust, and press the control pad **left** or **right** to choose your settings. Press **B** to confirm.

Shot Path: When the Shot Path feature is on, each shot will leave a trail behind it. to show you the trajectory of your shot. The default setting for this option is "Off."

Fly-by View: This option shows you each hole from a bird's eye view prior to play. The default setting is "Off "

In both Tournament and Stroke Play, your number of putts on each hole is indicated in red.

Shot Path

Options	
Shot Path	Off
Fly-by View	Off
Hide Ball	Off
Stroke Speed	Fast
Advice	On
Game Music	On
Map	On

The Options Menu

Hide Ball : When this option is set to "Off" you will be able to see all balls, even when they are actually hidden behind a tree or hazard or buried in a bunker. If you want the balls to be hidden when they fall in places like these, choose the "On" option. (Note: This will slow the flight of the ball somewhat but will not affect the distance or direction of your shots.)

Stroke Speed: This option sets the speed of the Power Scale and the Contact Selector. With the slow setting, the game will be easier; the fast setting makes the game more challenging.

Advice: Caddies provide advice when you reach the green, with a depiction of the slope of the green. If you would rather not have this automatic advice, turn this option off.

Game Music
The default mode is with music on. If turned off, you can hear birds chirping.

Map
The default mode is with the Hold Layout Map on. If you would rather not have the map displayed, turn this options off.

Shot Replay
When you select Shot replay, Wicked 18 will automatically replay the most recent shot in the round. This can be fun when you have hit an especially good shot.

• To replay a shot, call up the GamePlay Menu, move the ball mark to Shot Replay, and press B. After the replay, Wicked 18 will automatically resume your round.

Like the actual game, sometimes in Wicked 18, you might get caught in an unexpected rain shower. The rain will affect the roll of your ball. Once the rain stops, however, the roll of the ball returns to normal.

Quit Game

You should always use the Quit Game command to finish your round of Wicked 18. This will allow you to return to the exact point in the round where you left off.

Quit Game Query

- Press Y to call up Game Play Menu. Select Quit Game.
  - Press B.
  - Press B again to confirm.

With the Quit Game command, you can also stop a tournament round in the middle, and resume later, with your individual course records and your position on the course intact.

* Note: Program saves data only during tournament play.

- To end a round in progress, select Quit Game from the GamePlay Menu.
- To continue the round, select Continue from the Main Menu.
- To start a new round of the same game, select Quick Start from the Main Menu. For example, if Match Play was the last game played, Quick Start will take you to the first tee of Match Play.
- Turning off the Super NES™ or hitting the Reset button without using Quit Game first may cause Wicked 18 to erase the playing data from your previous round.

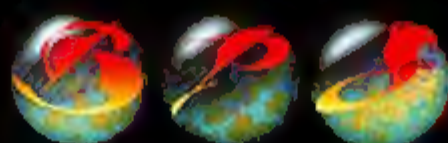* *The built – in memory of Wicked 18 runs on a backup lithium battery.*

IV. WARRANTY

Bullet-Proof Software, Inc. warrants to the original purchaser of this Bullet-Proof Software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Bullet-Proof Software program is sold "as is" without express or implied warranty of any kind, and Bullet-Proof is not liable for any losses or damages of any kind resulting from use of this program. Bullet-Proof agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Bullet-Proof Software product, with proof of date of purchase, at its factory.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Bullet-Proof Software product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Bullet-Proof Software. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Bullet-Proof be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Bullet-Proof Software product.

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